

# Modules

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## Objectives

1. Understand the relevance to use modules and packages.
2. Be able to install some widely used Python packages
3. Be able to apply some modules and packages of both Python Standard Library

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# Introduction (I)

You loose everything when exit the interpreter

- Solution: Write it down in a script

When a script becomes big, it is difficult to maintain

- Solution: Split your script in several ones

As you get more scripts, you will need to reuse your functions

- Solution: Create a **module**
- **Module**: A file that contains definitions, functions and classes

If a module is too big, it is too difficult to maintain

- Solution: Create a **package**
- **Package**: A module of modules

# Introduction (II)

## Why modules?

- **Main function:** Organization.
- **Reuse:** To provide software solutions, that have been proven to work, to solve similar problems.

# Using modules

## Creation and Implementation

A module is just a Python script with .py extension

fibonacci.py

```

1 def fib(n):
2     """Print a Fibonacci series up to n """
3     a, b = 0, 1
4     while a < n:
5         print(a, end= ' ')
6         a, b = b, a+b
7     print()
8
9 def fib2(n):
10    """Print a Fibonacci series up to n """
11    result = [] # Declare a new list
12    a, b = 0, 1
13    while a < n:
14        result.append(a) # Add to the list
15        a, b = b, a+b
16    return result

```

# Using modules

## Where is it stored?

Accessible and reusable module:

- Set path in the file directory where the module is stored.
- Variable PYTHONPATH

# Using modules

## How do I use them? (I)

```
>>> import fibo
>>> fibo.fib(1000)
1 1 2 3 5 8 13 21 34 55 89 144 233 377 610 987
>>> fibo.fib2(100)
[1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89]
>>> fibo.__name__
'fibo'
>>> fib = fibo.fib
>>> fib(100)
1 1 2 3 5 13 21 34 55 89
```



# Using modules

## How do I use them? (II)

A module can import other modules

- Name conflicts may arise: Each module has a symbol table
- It means you should invoke it as `modname.itemname`

It is possible to import items directly

- `from module import name1, name2`
- `from module import *`
- It uses the global symbol table (no need to use the `modname`)

```
>>> from fibo import fib, fib2
>>> fib(100)
1 1 2 3 5 8 13 21 34 55 89 144 233 377 610 987
```

# Using modules

## How do I use them? (III)

List zip file contents (file.zip must exist. Open in read mode)

```
1 import zipfile
2
3 file = zipfile.ZipFile("file.zip", "r")
4
5 # list filenames
6 for name in file.namelist():
7     print(name)
8
9 # list file information
10 for info in file.infolist():
11     print(info.filename, info.date_time, info.file_size)
```

Several examples here: <http://pymotw.com/2/PyMOTW-1.132.pdf>

# Using modules

## How do I use them? (IV)

### Error while importing:

- The module does not exist.
- The module name has not been well written.
- The module is not on the search path of Python modules:
  1. By default, it searches in the current directory.
  2. If it does not find it here, it then searches in the directories of the environment variable `PYTHONPATH`.
    - `echo $PYTHONPATH` (from Linux/Windows console)
    - `import sys`  
`print(sys.path)`
  3. If it still does not find, it then searches in the installation directories of Python.

Warning: `PYTHONPATH` is not `PATH`

# Executing modules

## Modules as scripts (I)

When a module is imported, its statements are executed

- It declares functions, classes, variables ...
- ... and also executes code
- It serves to initialize the module

Very useful to use modules as programs and libraries

# Executing modules

## Modules as scripts (II)

fibonacci.py

```
1 def fib(n):
2     """Print a Fibonacci series up to n"""
3     a, b = 0, 1
4     while a < n:
5         print(a, end= ' ')
6         a, b = b, a+b
7     print()
8
9 if __name__ == "__main__":
10     import sys
11     fib(int(sys.argv[1]))
```

(In Linux console)

```
$ python3 fibonacci.py 50
1 1 2 3 5 8 13 21 34
```

(In Python interpreter)

```
>>> import fibonacci
>>> fibonacci.fib(50)
1 1 2 3 5 8 13 21 34
```

# Compiled Python files

We said Python is an interpreted language

- ... this is almost a lie

Python, as other interpreted languages, has a speed-up trick

- It can use bytecode, just as Java

**Bytecode:** Intermediate code between machine code and source code

- Faster than source code, slower than machine code.
- It is transparent to the programmer.
- The first time a `.py` file is executed, it is compiled automatically, generating a `.pyc` file.

# Content of a module

## The `dir()` function

Very usefull to get an insight to a module

- It returns the names defined in a module
- Without arguments, it returns your names

```
>>> import fibo, sys
>>> dir(fibo)
['__name__', 'fib', 'fib2']
>>> dir()
['__builtins__', '...', '__spec__']
>>> variable = 'Hello'
>>> dir()
['__builtins__', '...', '__spec__', 'variable']
```

# Packages

## Package concept (I)

If a module gets too big, many problems arise

- Name collisions
- It is good to organize modules in a bigger structure: Packages

Packages can be seen as “dotted module names”

- It is just a module that contains more modules
- Make life easier in big projects
- The name `A.B` designates a submodule `B` in a package named `A`

Must contain a `__init__.py` file in the root directory

- Executed when the package is imported for the first time



# Packages

## Package concept (II)

### Sound module structure

```
sound /                                Top-level package
  __init__.py                          Initialize the sound package
  formats /                            Subpackage for format conversions
    __init__.py
    wavread.py
    wavwrite.py
    aiffread.py
    aiffwrite.py
    auread.py
    auwrite.py
    ...
  effects /                            Subpackage for sound effects
    __init__.py
    echo.py
    surround.py
    reverse.py
    ...
  filters /                            Subpackage for filters
    __init__.py
    equalizer.py
    vocoder.py
    karaoke.py
    ...
```

# Packages

## Importing a package (I)

### Ways to use a package

Import an individual module

- `import sound.effects.echo`
- Use function as `sound.effects.echo.echofilter(input, output)`

Alternative way to import an individual module

- `from sound.effects import echo`
- Use function as `echo.echofilter(input, output)`

Alternative way to import an individual module

- `from sound.effects.echo import echofilter`
- Use function as `echofilter(input, output)`

# Packages

## Importing a package (II)

Imagine we run `from sound import *`

- In theory, it would import the whole package
- In practice, it would take too much time

There is a convention to avoid waste of resources

- There may be a variable `__all__` defined in `__init__`
- `__all__` contains modules to be imported

```
sounds/effects/__init__.py
```

```
__all__ = [ "echo", "surround", "reverse" ]
```

# Packages

## Installing packages

Command-line automatic tool: `pip` (sometimes `pip3`)

- Very similar to `apt-get` in Linux

pip usage (from OS terminal)

```
$ python -m pip install SomePackage
```

or


```
$ pip install SomePackage
```

```
$ pip install Pillow
```

# Packages

## What has been developed?

PyPI - the Python Package Index : Python Package Index


**python™**

» Package Index

PACKAGE INDEX »

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## PyPI - the Python Package Index

The Python Package Index is a repository of software for the Python programming language. There are currently **65981** packages here.

To contact the PyPI admins, please use the [Support](#) or [Bug reports](#) links.

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**Get Packages**  
 To use a package from this index either "pip install *package*" (get pip) or download, unpack and "python setup.py install" it.

**Package Authors**  
 Submit packages with "python setup.py upload". The index hosts [package docs](#). You may also use the [web form](#). You must [register](#). Testing? Use [testpypi](#).

**Infrastructure**  
 To interoperate with the index use the [JSON](#), [OAuth](#), [XML-RPC](#) or [HTTP](#) interfaces. Use [local mirroring](#) or [caching](#) to make installation more robust.

Updated	Package	Description
2015-09-07	<a href="#">iddt 0.1.12</a>	Internet Document Discovery Tool
2015-09-07	<a href="#">trytond 3.2.9</a>	Tryton server
2015-09-07	<a href="#">blobxfer 0.9.9.3</a>	Azure Blob Transfer tool with AzCopy-like features
2015-09-07	<a href="#">quoter 1.6.3</a>	Powerful way to construct text, HTML, and XML, plus a kick-ass join
2015-09-07	<a href="#">sas7bdat 2.0.6</a>	A sas7bdat file reader for Python
2015-09-07	<a href="#">pynetics 0.0.1</a>	An evolutionary computation library for Python
2015-09-07	<a href="#">invoke 0.11.1</a>	Pythonic task execution
2015-09-07	<a href="#">lutline 0.0.5</a>	Parse argv using a look-up table generated from your CLI

# os module

## Functions to manipulate files and processes

- Functions for managing files and paths: `dir(os.path)`
- Create directories. Example: `os.mkdir('data')`
- Current working directory: `os.getcwd()`
- Moving to a certain directory. Example: `os.chdir('data')`
- Value of an environment variable. Example: `os.environ['HOME']`
- Rename a file. Example: `os.rename('fich1.py', 'palindrome.py')`
- Deleting a file. Example: `os.remove('practical.py')`
- List the files in the current directory. Example: `os.listdir(os.getcwd())`
- List the files in a certain directory. Example: `os.listdir('c:\\data')`
- Call operating system (execute OS services). Example: `os.kill`, `os.execv`, etc.

Warning!: Linux and Windows use different path separator (`os.path.sep`)

- Linux: `myscripts/script.py`
- Windows: `myscripts\\script.py`

# sys module

It provides access to some variables maintained by the interpreter at run-time.

- List the arguments passed to script on the command line: `sys.argv`
- Python output. `sys.exit`
- Files for access to input, output and standard error of the interpreter: `sys.stdin`, `sys.stdout`, `sys.stderr`, respectively.

# sys module

## Example

### example\_sys.py

```
import sys

# datos introducidos por teclado
data = sys.argv

print('data = ', data)

print("{0} arguments were passed to the script {1}: ".format(
    len(sys.argv) - 1, sys.argv[0]))

for arg in sys.argv:
    print(arg)
```



# time module (I)

- It provides functions related to the measurement of time.
- Python provides the date and time of three ways:
  - Tuple: year-month-day-hour-min-sec-dayweek-day year-x (tup)
  - String (str)
  - Total of seconds since an origin (sec)

## time module (II)

- Current time: `time()`
- Time elapsed since the start of the execution: `process_time()`
- Pause `n` seconds: `sleep()`
- GMT: `gmtime()`
- Local time: `localtime()`
- Convert the tuple to a character string: `asctime()`
- Convert the tuple to a string: `strftime()`
- Convert the tuple to seconds: `mktime()`
- Convert the seconds to a string: `ctime()`
- Convert the string to a tuple: `strptime()`
- ...

# Cool code examples

## Example 1: Open a web browser

browser.py

```
import webbrowser

url = input('Give me an URL: ')

webbrowser.open(url)
```

# Cool code examples

## Example 2: Create a thumbnail

```
thumbnail.py
```

```
from PIL import Image
```

```
size = (128, 128)  
saved = "africa.jpg"
```

```
im = Image.open("africa.tif")  
im.thumbnail(size)  
im.save(saved)  
im.show()
```



(Source)

africa.jpg

# Cool code examples

## Example 3: List a directory contents

### dir.py

```
import os

os.system("clear")

path = input("Specify a folder >> ")

for root, dirs, files in os.walk(path):
    print(root)
    print("-----")
    print(dirs)
    print("-----")
    print(files)
    print("-----")
```

(Source)

# Cool code examples

## Example 4: Send an email with Gmail

### gmail.py

```
"""The first step is to create an SMTP object ,
each object is used for connection
with one server."""
```

```
import smtplib
```

```
server = smtplib.SMTP( 'smtp.gmail.com' , 587)
```

```
# Next, log in to the server
```

```
server.login("youremailusername" , "password")
```

```
# Send the mail
```

```
msg = "\nHello!" # /n separates the message from the headers
server.sendmail("you@gmail.com" , "target@example.com" , msg)
```

(Source)

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